

Listing of Claims

- 1-24. (Canceled)
25. (Previously added) A graphics system, comprising
a central processing unit (CPU) having an associated system memory, said CPU adapted
to issue commands for rendering polygons of a graphical image;
a graphics module coupled to said CPU and said associated system memory by a system
bus, said graphics module comprising:
a cache for storing vertex data;
a cache controller configured to receive a command to render a polygon from said
CPU, said cache controller checking said cache for previously cached vertex data for vertices of
said polygon; and
said graphics module configured to utilize said vertex data to render pixel data for
said polygon.
26. (Previously added) The graphics system of claim 25, further comprising: a state machine
for directing said cache controller to update said cache.
27. (Previously added) The graphics system of claim 25, wherein said CPU provides an index
value for each vertex of a polygon to be rendered and said cache controller checks said cache for
entries having said index value.
28. (Previously added) The graphics system of claim 25, wherein said cache controller
requests a transfer across said system bus from said system memory of any additional vertex data
not present in said cache which is required to render said polygon.
29. (Previously added) The graphics system of claim 28, wherein vertex data transferred into
said graphics module is written into said cache for use in rendering subsequent polygons.

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30. (Currently amended) A graphics system, comprising:

 a system bus;

 a central processing unit (CPU) coupled to said system bus, said CPU adapted to issue requests to render polygons of a graphical image;

 a system memory coupled to said system bus, said system memory including a transfer memory buffer for storing vertex data associated with vertices of polygons to be rendered; and

 a graphics module coupled to said system bus for rendering polygons, comprising:

 a cache for storing vertex data;

 a direct memory access engine for transferring vertex data from said transfer memory buffer to said cache;

 a cache controller configured to receive a request to render a polygon from said CPU which includes index values of vertices of said polygon, said cache controller checking said cache for entries having said index values and obtaining any additional required vertex data by directing said direct memory access engine to transfer required vertex data from said transfer memory; and

 said graphics module configured to utilize said vertex data to render pixel data for said polygon.

31. (Previously added) The graphics system of claim 30, further comprising: a state machine for directing said cache controller to update said cache.

32. (Previously added) The graphics system of claim 30, wherein said direct memory access engine writes transferred vertex data into said cache, whereby said cache is updated for use in rendering at least one subsequent polygon.

33. (Previously added) The graphics system of claim 30, wherein a transfer of vertex

information for a polygon requires a plurality of data transfers across said system bus, whereby use of cached vertex data reduces the number of data accesses required for rendering a polygon.

34. (Previously added) The graphics system of claim 30, wherein said CPU is coupled to said system bus by a graphics bridge.

35. (Previously added) The graphics system of claim 34, wherein said system memory is connected to said graphics bridge.

36. (Previously added) A computer as in claim 30 in which said cache has a memory mapped storage space for the data associated with said vertices.

37. (Previously added) In a graphics system having a CPU and associated system memory coupled to a graphics module by a system bus, a method of reducing data transfers across said system bus required to render polygons, comprising:

storing vertex data in a cache that is local to said graphics module,

at said graphics module, receiving a command to render a polygon, said command identifying index values of vertices of said polygon;

said graphics module checking index values of said cache for vertex data of said vertices of said polygon;

said graphics module reading said cache to obtain vertex data for each vertex of said polygon having cached vertex data.

38. (Previously added) The method of claim 37, further comprising:

for each vertex of said polygon not having cached vertex data, said graphics module performing a memory transfer operation to transfer required vertex data from said system memory.

39. (Previously added) The method of claim 38 further comprising: rendering said polygon

using vertex data for each of said vertices.

40. (Previously added) The method of claim 37 further comprising: updating said cache with vertex data for vertices not having vertex data stored in said cache, wherein said updating includes:

creating an array of vertices in a memory,
indexing data for each of said vertices which is stored in said array,
selecting from said array vertices defining a polygon to be rendered, and
transferring to said cache said data for each of said selected vertices.

41. (Previously added) In a graphics system having a CPU and associated system memory coupled to a graphics module side by a system bus, a method of reducing data transfers across said system bus required to render polygons, comprising:

at said graphics module, receiving a command to render a polygon, said command identifying index values of vertices of said polygon;

said graphics module checking a cache for vertex data for said vertices of said polygon, wherein said cache is local to said graphics module;

for each vertex of said polygon having cached vertex data, said graphics module reading said cache to obtain vertex data;

for each vertex of said polygon not having cached vertex data, said graphics module performing a memory transfer operation to transfer required vertex data from said system memory.

42. (Previously added) The method of claim 41 further comprising: rendering said polygon using vertex data for each of said vertices.

43. (Previously added) The method of claim 41 further comprising:

Substantially similar to claim 43

said graphics module updating said cache with transferred vertex data from said memory transfer operation.

44. (Previously added) The method of claim 43, further comprising:
- creating an array of vertices in a memory,
 - indexing data for each of said vertices which is stored in said array,
 - selecting from said array vertices defining a polygon to be rendered, and
 - transferring to said cache said data for each of said selected vertices.